COSMERE®
ROLEPLAYING GAME

| CHARACTER NAME | LEVEL |
|---|---|
| | 1 |
| **PATHS** | **ANCESTRY** |
| Leader (Politico) | Human |

PLAYER NAME

## PHYSICAL

| STRENGTH | DEFENSE | SPEED |
|---|---|---|
| 1 | 12 | 1 |

| HEALTH MAXIMUM | CURRENT | DEFLECT |
|---|---|---|
| 11 | | 0 |

## COGNITIVE

| INTELLECT | DEFENSE | WILLPOWER |
|---|---|---|
| 3 | 16 | 3 |

| FOCUS MAXIMUM | CURRENT |
|---|---|
| 5 | |

## SPIRITUAL

| AWARENESS | DEFENSE | PRESENCE |
|---|---|---|
| 2 | 14 | 2 |

| INVESTITURE MAXIMUM | CURRENT |
|---|---|
| | |

| | | |
|---|---|---|
| 1 | AGILITY (SPD) | ○○○○○ |
| 1 | ATHLETICS (STR) | ○○○○○ |
| 1 | HEAVY WEAPONRY (STR) | ○○○○○ |
| 1 | LIGHT WEAPONRY (SPD) | ○○○○○ |
| 1 | STEALTH (SPD) | ○○○○○ |
| 1 | THIEVERY (SPD) | ○○○○○ |
| | _____ (___) | ○○○○○ |

| | | |
|---|---|---|
| 3 | CRAFTING (INT) | ○○○○○ |
| 4 | DEDUCTION (INT) | ●○○○○ |
| 3 | DISCIPLINE (WIL) | ○○○○○ |
| 3 | INTIMIDATION (WIL) | ○○○○○ |
| 4 | LORE (INT) | ●○○○○ |
| 3 | MEDICINE (INT) | ○○○○○ |
| | _____ (___) | ○○○○○ |

| | | |
|---|---|---|
| 3 | DECEPTION (PRE) | ●○○○○ |
| 3 | INSIGHT (AWA) | ○○○○○ |
| 4 | LEADERSHIP (PRE) | ●●○○○ |
| 2 | PERCEPTION (AWA) | ○○○○○ |
| 2 | PERSUASION (PRE) | ○○○○○ |
| 2 | SURVIVAL (AWA) | ○○○○○ |
| | _____ (___) | ○○○○○ |

| LIFTING CAPACITY | MOVEMENT | RECOVERY DIE | SENSES RANGE |
|---|---|---|---|
| 200 lb. | 25 ft. | 1d8 | 10 ft. |

### CONDITIONS & INJURIES

### WEAPONS

**Sidesword** - Melee
+1 vs. Physical (1d6 + 1 keen damage)
◆ *Quickdraw: Draw this weapon as ▹*

### EXPERTISES

**[Cultural] Azish, High Society:** You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

**[Utility] Essay Writing, Government, History:** You automatically succeed on basic tests related to this expertise and can make difficult tests others couldn't even attempt.

### TALENTS

**DECISIVE COMMAND (▸)**
You have a command die (1d4). Spend 1 focus and choose an ally you can influence within 20 ft. The next time they make a test before the end of their next turn, they can roll your command die along with the other dice for that test, adding the command die result to any die roll (other than the plot die).

**CUTTHROAT TACTICS**
Before an ally rolls your command die for their test, they can choose to raise the stakes instead. If they do so and roll a ✵, you regain 1 focus.

# STORMLIGHT™ CAMPAIGN SETTING

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|---|---|---|
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|---|---|---|
| 2 | 14 | 2 |

### CHARACTER APPEARANCE

### OTHER TALENTS & ABILITIES

### ARMOR & EQUIPMENT

Sidesword

Courtier Kit
- Bottle of violet wine (alcohol)
- Fine clothing

MARKS 67

### PURPOSE

### OBSTACLE

### GOALS

- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○

### NOTES

Second only to the Prime Aqasix, **viziers** are the beating heart of the Azish bureaucracy. In addition to selecting and advising each Prime Aqasix, these revered scribes write legislation, requisition resources such as Imperial Shardblades throughout the empire, educate constables, and more. Regardless of one's status at birth, becoming a vizier bestows an air of dignity and accomplishment. The intricate robes and swanky hat are nice perks too.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Lore and 1 rank in Deception (increasing the modifiers by 1)
- The Rumormonger talent

### CONNECTIONS

**Noble House Patron**
You have the patronage of the Prime Aqasix, the Azish government's highest office, which counts as a noble patron (see the "Patrons" section of chapter 8 of the *Stormlight Handbook*). This affords you accommodations and a certain standard of living.